

What is claimed is:

- 1 1. A method for allocating computer resources for use by a program, comprising the
2 steps of:
 - 3 allocating a first resource; and
 - 4 allocating a second resource having a shortest distance to the first resource;
5 wherein the distance between the resources is stored as firmware portable
6 to various operating systems running the program.
- 1 2. The method of claim 1 where in the distance between the resources is selected
2 from a group consisting of:
 - 3 a distance measured from one resource to another resource and
 - 4 a distance measured relative to a distance used as a reference.
- 1 3. The method of claim 2 wherein the distance between the resources is measured in
2 time units.
- 1 4. The method of claim 1 wherein the distance between the resources is provided to
2 an operating system running the program upon power-up of a system running the
3 operating system.
- 1 5. The method of claim 1 wherein the distance between the resources is measured by
2 the distance between nodes containing the resources.

- 1 11. A system having computer resources for use by a program, comprising:
- 2 means for allocating a first resource; and
- 3 means for allocating a second resource having a shortest distance to the
- 4 first resource;
- 5 wherein the distance between the resources is stored as firmware portable
- 6 to various operating systems running the program.
- 1 12. The system of claim 11 wherein the distance between the resources is selected
- 2 from a group consisting of:
- 3 a distance measured from one resource to another resource, and
- 4 a distance measured relative to a distance used as a reference.
- 1 13. The system of claim 11 wherein the distance between the resources is measured by
- 2 the distance between nodes containing the resources.
- 1 14. The system of claim 11 wherein the distance between the resources is measured in
- 2 time units.
- 1 15. The system of claim 14 wherein the measured time units are provided by the time
- 2 taken to communicate from one resource to another resource or the time taken to
- 3 transfer data from one resource to another resource.
- 1 16. The system of claim 11 wherein the resources reside in a plurality of nodes each of
- 2 which includes at least one resource being either an I/O device, a memory device,
- 3 or a processor.

1 17. The system of claim 16 wherein resources in a node are on a same bus or share a
2 point-to-point link.

1 18 The system of claim 11 further comprising means for providing the distance
2 between the resources to an operating system upon power-up of the system.

1 19. The system of claim 11 further comprising means for allocating a third resource
2 having a shortest distance to either the first resource or the second resource.

1 20. A computer-readable medium embodying instructions that perform a method for
2 allocating computer resources for use by a program, the method comprising the
3 steps of:

allocating a first resource; and

allocating a second resource having a shortest distance to the first resource;

wherein the distance between the resources is stored as firmware portable

to various operating systems running the program.